PlayStation™

NTSC U/C

PlayStation™

STREET FIGHTER ZERO plus α™

TEEN
T™
AGES 13+
CONTENT RATED BY
ESRB

SLUS-00548

CAPCOM®

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting STREET FIGHTER EX PLUS α, the arrival of Street Fighter in the splendor of 3-D. CAPCOM ENTERTAINMENT and ARIKA are proud to bring you this thrilling new addition to your video game library.

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ Console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ Console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ Console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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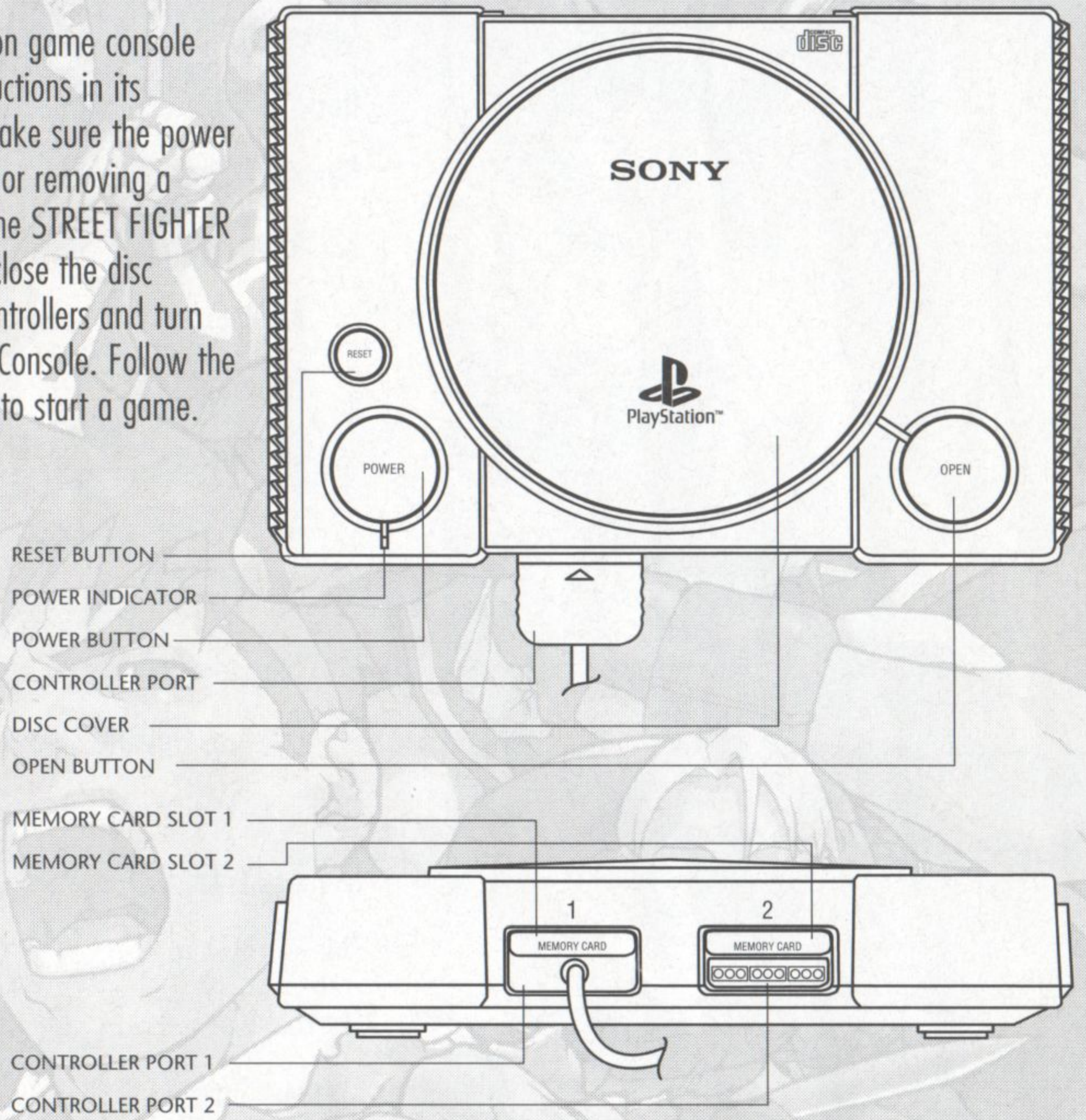
Game Setup

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the STREET FIGHTER EX PLUS α disc and close the disc cover. Insert game controllers and turn on the PlayStation™ Console. Follow the on-screen instructions to start a game.



Basic Control

START BUTTON

Starts Game
Pauses Game
Returns to Previous Menu
Joins In For Second Player

SELECT BUTTON

Resets Computer Player Position in Practice Modes

DIRECTIONAL BUTTON

Highlights Game Mode (See Mode Select Screen)
Changes Settings (See Option mode)
Moves Character

× BUTTON

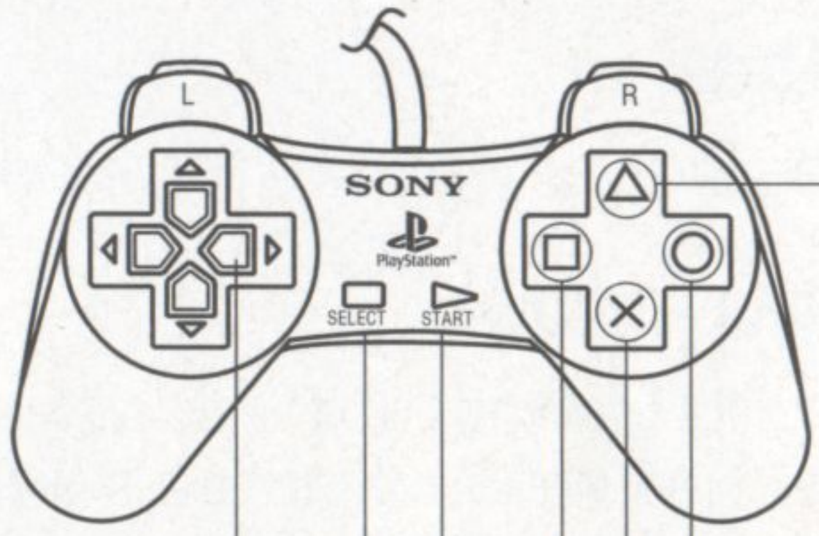
Selects Menu Item

△ BUTTON

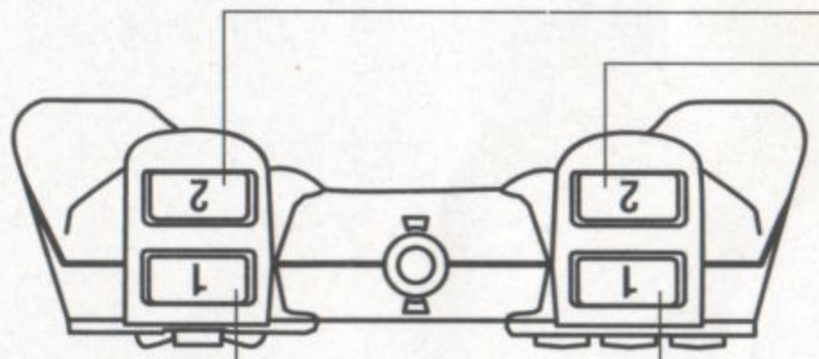
Cancels Pause Menu Item Selection

L1, L2, R1, R2, START & SELECT Simultaneously

Reset Game



DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON
□ **BUTTON** Light Punch (JAB)}
× **BUTTON** Light Kick (SHORT)
○ **BUTTON** Medium Kick
△ **BUTTON** Medium Punch



L1 BUTTON Not Used
R1 BUTTON Hard Punch (FIERCE)
R2 BUTTON Hard Kick (ROUNDHOUSE)
L2 BUTTON Not Used

General Moves

BLOCK:

Press Directional Button away from opponent.

GRAB/THROW:

Press the Directional button toward opponent, then press either Medium or Hard Punch or Medium or Hard Kick button. Some characters may be able to execute special grab or throw moves in combination with a Directional button motion.

RECOVERY/ESCAPE:

You can recover from dizziness more quickly by pressing back and forth on the Directional button and by pressing the attack buttons rapidly. You can escape grab moves in this manner as well.

GUARD BREAK:

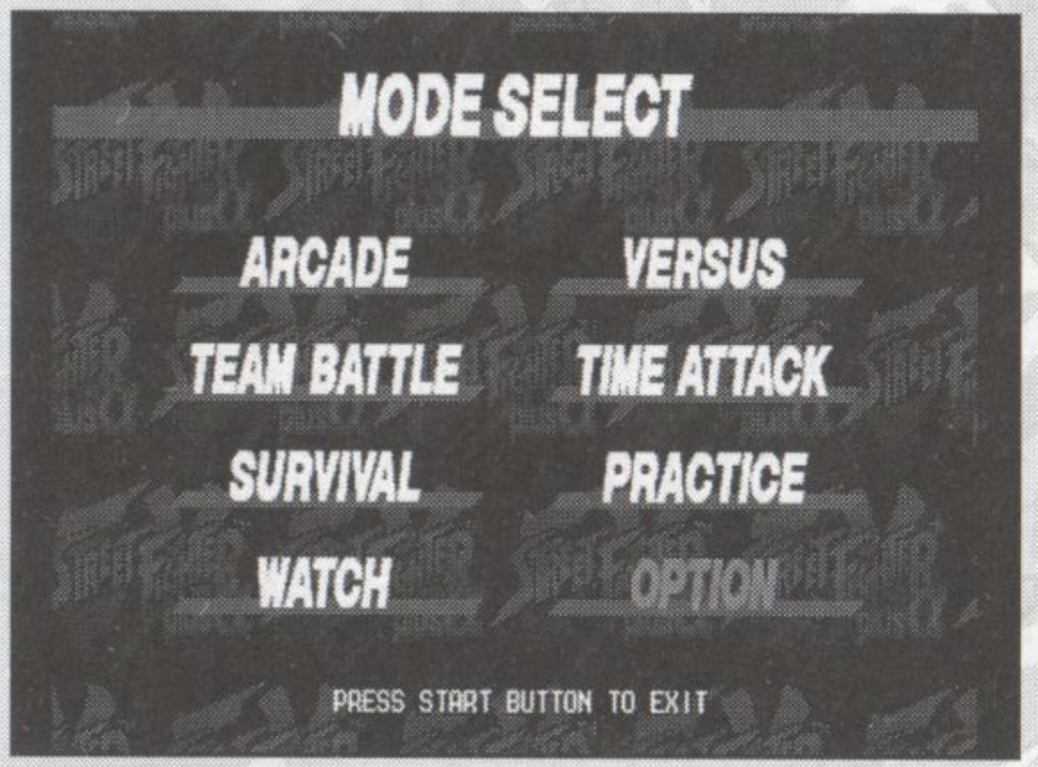
When near an opponent, simultaneously press the same strength AP and AK. For example, press LP + LK. After your opponent is dizzy, perform a grab/throw, special move, Super Combo or even string moves and Super Combos together for maximum damage.

SUPER COMBOS:

Each time you execute normal moves and special moves, your Super Combo gauge will build up. Your level will increase when the gauge reaches certain points, and then you will be able to perform Super Combos.

As a convenience, you can set one button on your controller to act as 3 Punch buttons and one button to act as 3 Kick buttons when performing Super Combos.

EX Modes



There are 7 modes of play and 1 setup mode for STREET FIGHTER EX PLUS α. See the following sections for more on each mode of play.

To reset your game at any time without having to reload the disc, press **L1**, **L2**, **R1**, **R2**, **Select** and the **Start** button simultaneously. You will be returned to the STREET FIGHTER EX PLUS α title screen.

ARCADE

This mode is the popular arcade mode, where you select a Street Fighter character and fight your way through other computer-controlled opponents. It is a one-player game, but a second player can join in at any time. Press the **Start** button on the opposite controller to join in. The character select screen will appear.

From the title screen, press **Start** to see the Mode Select screen. Use the Directional button to highlight this mode, then press the X button to select it.

(Note: Turning SHORTCUT to "on" in the OPTION mode bypasses the Mode Select screen. See page 10 for more)

You will then see the Character Select screen. Use the Directional button to highlight a character. Press any button other than the **Start** button or the **Select** button to select a character. Different buttons select different character colors.

If you press the **Start** button during gameplay, you will see the Pause Menu screen. You will see these options:

PAUSE MENU EXIT – Highlight and press the X button to select and return to gameplay

COMMAND LIST – Highlight and press the X button to select and view your character's list of moves

BUTTON CONFIG. – Highlight and press the X button to select, highlight the function and press the button you want to perform the function

DEFAULT – Highlight and press the X button to select and restore the Button Config. options to their default settings.

RESET – Highlight and press the X button to select, highlight **YES**, then press the X button again to **EXIT**. To return to the Pause Menu screen, highlight NO and press the X button or simply press the △ button.

After a battle, the Continue screen appears. To quickly start a re-match, press the **Select** button. At the continue screen, press the X button before the time reaches zero in order to continue. To end the game, highlight **EXIT** and press the X button. The game will return to the Mode Select screen.

TEAM BATTLE

Team Battle lets you make up a group of 5 fighters and go up against a random group of 5 computer opponents or fight against a friend's 5 characters. Highlight this mode from the Mode Select screen and press the X button to select it. Next highlight a character and select a character and color in the same manner as ARCADE mode. You will choose 5 different characters, and will battle with these characters in the same order as you select them. To select your characters in privacy, hold the **L2** button down while selecting the character to activate the SECRET mode.

As you win, your character will advance against the computer's next character. The player who knocks out the opponent's 5 characters wins. After the battle, you will see the match recap screen.

If you press the **Start** button during gameplay, you will see the Pause Menu screen. This is the same menu as the previous ARCADE mode Pause Menu screen.

SURVIVAL

This one-player mode challenges your skill as a Street Fighter. Highlight and select a character as you would in ARCADE mode. Fight as far as you can in 1 round matches where your vitality level carries over to the next match. You are rated by TIME and HITS, which add up to your RECOVER level. Your RECOVER level determines how much vitality you will recover for the next match.

When you finish the SURVIVAL mode or you lose a round, you can enter your name if you rank. When you lose, the Continue screen appears. Highlight

CONTINUE to keep playing the SURVIVAL mode or EXIT to return to the Mode Select screen. Press the X button to make your selection.

You can view your ranking in the OPTION mode.

WATCH

Highlight and select 2 characters you want to watch fight from the Character Select screen, and the computer will fight the match to give you tips in strategy and moves. The WATCH mode will restart after each match unless you press the **Start** button to pause the match and select EXIT through the Pause Menu screen.

During the match, adjust the camera angle by pressing the X button, the ○ button, the △ button, the □ button or the **R1** button. Each time you press the **R1** button during gameplay will randomly change the camera angle.

V.S. MODE

V.S. MODE is a 2-player contest. Use the Directional button to highlight this from the Mode Select screen and press the X button to select it. You will then be presented with the Character Select screen. Select your character and character color in the same manner as the ARCADE mode. Use the Directional button to adjust your character's power prior to the match. Press the X button and the match will then begin.

(Note: If only one player controller is plugged in, the second player will be a computer player (CP). Select your computer opponent)

Press the **Start** button during the game to pause gameplay. The Pause Menu screen appears. Follow the same instructions as in the ARCADE mode.

When the match ends, you will be presented with a different menu. The following options are available:

CHARACTER CHANGE – Highlight and press the X button to return to the Character Select screen. Follow the previous instructions to begin a match.

CONTINUE – Highlight and press the X button to select an immediate rematch with the same characters.

EXIT – Highlight and press the X button to return to the Mode Select screen.

TIME ATTACK

Highlight and select a character to fight in this one-player mode. After selecting a character, choose the A, B or C course, which lists the opponents you will

face in order. Battle as far as you can, beating your opponent as quickly as you can since you will be timed. You will be ranked only if you complete the full course.

If you lose, you will be asked if you want to CONTINUE. Highlight YES or NO, and press the X button to make your selection. If you select NO, you will be returned to the Mode Select screen.

If you rank, enter your initials and you can view your ranking in the OPTION mode.

PRACTICE

There are 2 modes in the PRACTICE mode. Highlight either TRAINING or EXPERT modes, and press the X button to select the mode.

TRAINING

This mode allows you to study and practice special moves and Super Combos. Your opponent will not block for the first hit, but will block for the following hit. Therefore you can easily determine if you can execute the combo successfully. The Super Combo Level Gauge is fully charged, up to Level 3, and will be consumed as you execute Super Combos. It will re-charge after a short period of time.

At first, highlight your character and your opponent character as you would in ARCADE mode. Then battle your opponent. With each attack, you will see HITS (number of hits from the combo), DAMAGE (amount of damage per hit) and TOTAL (total damage from the combo.)

To pause the action and bring up the Pause Menu screen, press the **Start** button. You will see these categories:

PAUSE MENU EXIT – Select this to return to gameplay

COMMAND LIST – Highlight and press the X button to view your character's move list

BUTTON CONFIG. – Select this to change the function of your buttons

TRAINING OPTION – Highlight and press the X button to bring up the Training Menu screen:

EXIT – Select this to EXIT the Training Menu screen and return to the Pause Menu screen.

ACTION – Highlight this then use the Directional button to adjust your opponent's action from STAND, JUMP or CROUCH

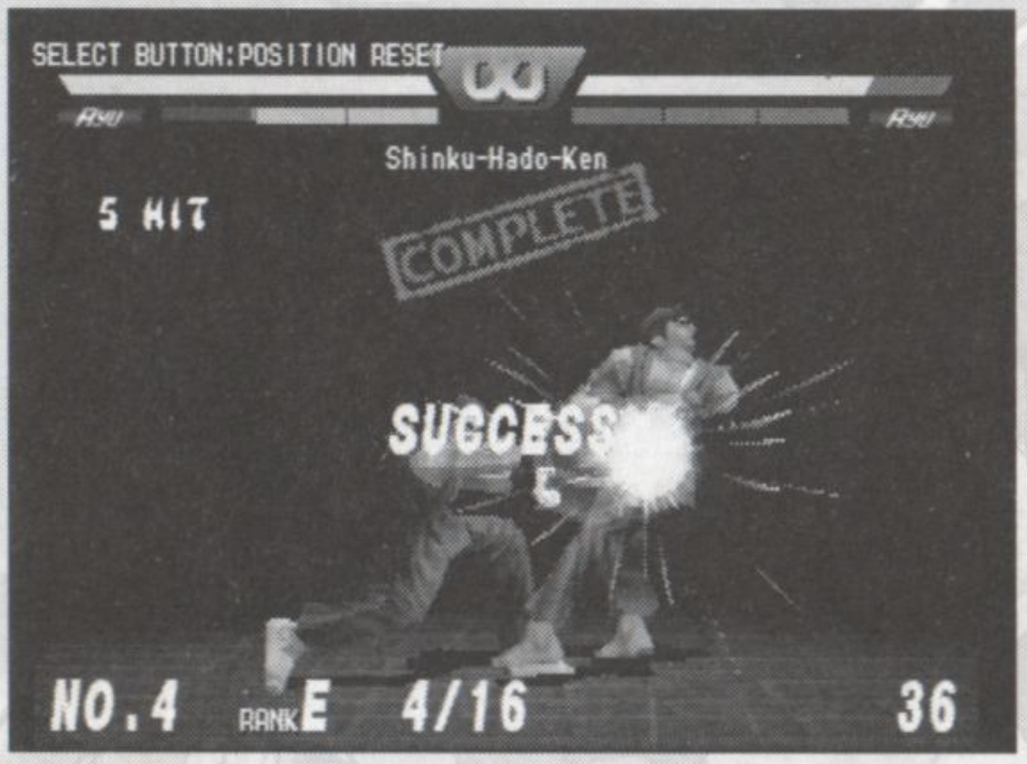
GUARD – Select ON to have your opponent block, and OFF for no blocking

REPLAY – Determine which combos you want to see replays of: 3, 9 or 15 hits, or OFF for no replays

CHARACTER CHANGE – Select this to return to the Character Select screen

RESET – Highlight this and press the X button, then select YES to return to the Mode Select screen. Highlight and select NO to return to the Pause Menu screen

EXPERT



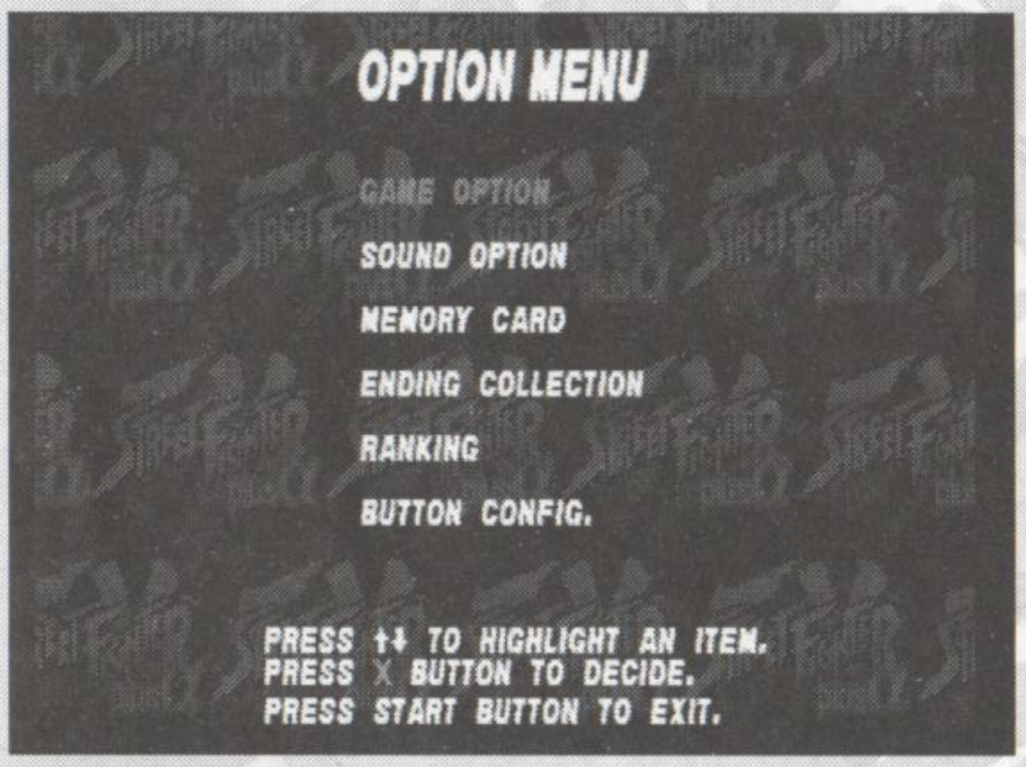
Select this mode and a chart will appear, listing all the basic characters in the game with a grid of 16 slots for the 16 levels of special moves, combos and Super Combos you can learn. Select a character by moving the long, blue cursor over the character and press the X button, then select the level of the move by moving the yellow cursor left or right and press the X button when you have settled on a level, 1 being the easiest, 16 the hardest.

The name of the move will appear below the vitality gauge. If you perform the move successfully, the word "COMPLETE" will appear and you will move on to the next move. Press the **Start** button to pause the game and access the following options: PAUSE MENU EXIT, COMMAND LIST, BUTTON CONFIG., MISSION SELECT, CHARACTER CHANGE or RESET.

Select Mission Select to change your mission. Then highlight a new mission. Press the △ button to EXIT and return to your session.

As you perform moves successfully, you earn points. The more points you earn, the better you will get at STREET FIGHTER EX PLUS α and more game secrets will be revealed.

Option Mode



To adjust the options in your game, from the STREET FIGHTER EX PLUS α Mode Select screen, use the Directional button to highlight OPTION and press the X button. Highlight the option by pressing the Directional button ▲ or ▼ then select the option by pressing the X button. Choose from the following:

GAME OPTION

DIFFICULTY – There are 8 levels of difficulty available for ARCADE mode. Adjust the number from 1-8 (Low to High). Level 3 is default.

DAMAGE – The level of damage can be changed from 1 to 8. This determines how much damage you inflict and how much damage you receive. Level 4 is default.

TIME COUNT – You can set the speed of the timer for the round. Select from levels 1 (slow) to 4 (fast). To set no time limit, choose ∞. Level 2 is default.

ROUNDS – You can adjust the number of rounds per match. For vs. CPU (1 player vs. computer) select 1, 3 or 5. For vs. HUMAN (2 player match), also select 1, 3 or 5. The default is 3 rounds.

SHORTCUT – Set this to "on" in ARCADE mode only and you will choose the easy character select mode. You will jump automatically to the Character Select screen.

HANDICAP – Allows you to adjust the handicap for both players in VS. mode only. Select ON or OFF.

DEFAULT – Resets all settings to their defaults.

SOUND OPTION

Adjust the sound on your game for stereo or monaural sound, depending on the capabilities of your sound system. Background Music (BGM) allows you to listen to the music used in each background stage. To do so, adjust the number and press the X button. BGM VOL allows you to adjust the volume of the background music, while SE VOL does the same for the sound effects.

Memory Card

MEMORY CARD – Allows you to save and load data to and from a Memory Card, respectively. Select LOAD DATA to load option settings, progress in the TRAINING modes, high scores, etc. from your memory card. Select SAVE DATA to save any of the above settings.

If you attempt to save, and the message "Too Many Files" appears, you will be unable to save the current data on that Memory Card. You must use a different Memory Card with enough free memory or create space on the current Memory Card. To ensure your Memory Card has enough space available to save, follow the instructions outlined in the manual packaged with your PlayStation™ Console.

Do not remove your Memory Card while saving or loading. Removing the Memory Card could destroy your data.

One file consumes 1 Block of memory on a Memory Card.

ENDING COLLECTION

You can view the endings for the characters you have beaten the game with. The characters you have beaten in ARCADE mode will appear in the list.

RANKING

View the score rankings that are saved in ARCADE, TIME ATTACK and SURVIVAL modes.

BUTTON CONFIG.

You can choose any button for your punch/kick function. Highlight the function you want to change, then press the button you want to use for that function. You can also change your button configuration during gameplay. See the descriptions of the game modes for more.

The EX Fighters

The following is a description of each character and a short list of moves beyond the basic punches and kicks. The moves are described in this manner:

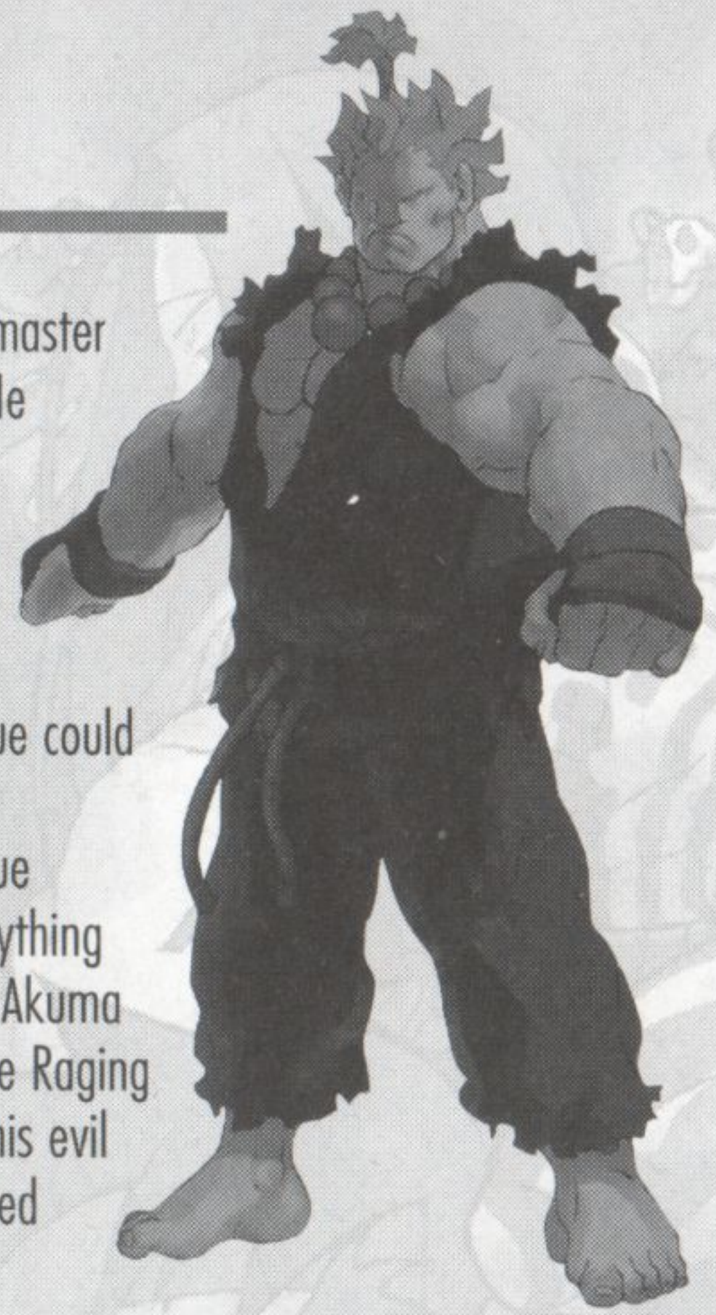
The directions you need to press the Directional Button to perform the move are described first (moves must be done in a smooth, quick motion). Following the move is the list of Punch or Kick buttons you must press to perform the move.

Key =

P	–	Any Punch button
K	–	Any Kick button
LP	–	Light Punch button
MP	–	Medium Punch button
HP	–	Hard Punch button
LK	–	Light Kick button
MK	–	Medium Kick button
HK	–	Hard Kick button
2P	–	Any 2 Punch buttons simultaneously
3P	–	All 3 Punch buttons simultaneously
2K	–	Any 2 Kick buttons simultaneously
3K	–	All 3 Kick buttons simultaneously

Note: The diagrams show the Directional Button motions for a character facing right. The controls are reversed when facing left.

Akuma



Warnings from his master were not enough. He believed his ancestors to be fools for sealing the move. So what if the technique could kill the person who executed it? The true warrior will do everything he can to win. And Akuma did. By releasing the Raging Demon, he sealed his evil destiny and destroyed his own master.

ULTIMATE MOVES	
Gou-hado-ken	↓↙←+P
Gou-shoryu-ken	→↓↘+P
Zankuu-hadoken	When in air, ↓↙←+P
SUPER COMBOS	
Messatsu-gou-hado	↓↙←↓↙←+P
Messatsu-gou-shoryu	↓↙→↓↙→+P

Allen Snider

Long admired as the strongest karate fighter in America, Allen lost in the first fight of a recent tournament. The challenger was Ken. After the fight Ken assured him that he was still a big fish in a little pond – he must battle on. Allen now travels the world with Ken to become even stronger

ULTIMATE MOVES	
Soul Force	↓↙←+P
Rising Dragon	→↓↘+P
Justice Fist	←↓↙+P
SUPER COMBOS	
Fire Force	↓↙→↓↙→+P
Triple Break	↓↙→↓↙→+K

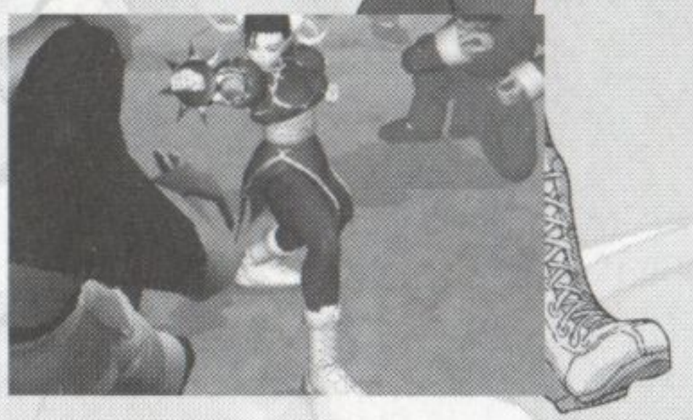
Blair Dame

After growing up in a somewhat sheltered European family, Blair jumped at the chance to travel when her friend presented the opportunity. Even though she had an education that included martial arts, Blair felt reassured of their safety with a bodyguard there to protect them.

ULTIMATE MOVES	
Lightning Knee	↘↓↙ + **K**
Shoot Kick	↓↙←+ **K** (can be done repeatedly)
Sliding Arrow	↓↙→+ **K**
SUPER COMBOS	
Mirage Combo Kick	↓↙→↓↙→+ **K**
Spin Side Shoot	↓↙→↓↙→+ **P**

Chun-Li

Secretly pursuing the movements of Shadowloo, the international smuggling operation, Chun-Li fights bravely, unmindful of personal danger. The memory of her father burns brightly in her life.



ULTIMATE MOVES	
Lightning Knee	**K** repeatedly
Spinning Air Kick	↓↙→+ **K**
Hienshu	↓↙←+ **K**
SUPER COMBOS	
Kiko-sho	↓↙→↓↙→+ **P**
Senretsu-kyaku	↓↙→↓↙→+ **K**

Crackerjack

This guard for Shadowloo prefers to work alone. And when the organization assigned many young, inexperienced grunts to work for him and to learn how to intimidate, Crackerjack took offense. He proceeded to teach the grunts their first lesson – how to deal with pain and recover from severe injuries.

ULTIMATE MOVES	
Dash Straight	Hold ◀ for 2 sec. then ▶ + **P**
Dash Upper	Hold ◀ for 2 sec. then ▶ + **K**
Batting Hero	◀ ◣ ▼ ◢ ▶ + **P**
SUPER COMBOS	
Crazy Jack	Hold ◀ for 2 sec. ▶ ◀ ▶ + **P**
Raging Buffalo	Hold ◀ for 2 sec. ▶ ◀ ▶ + **K**

Darun Mister

Darun had no freedom to fight. As the champion of a private wrestling organization sponsored by a group of influential millionaires, Darun lived a lucrative lifestyle yet could not choose his own opponents. Then Darun's fortunes changed. He was hired as a bodyguard for one of the millionaire's daughters during her travels and Darun was finally able to fight the best champions throughout the world.

ULTIMATE MOVES	
Lariat	▶ ◢ ▼ + **P**
Brahma Bomb	360° motion +**P**
Indra Bridge	360° motion +**K**
SUPER COMBOS	
Dusk Lariat	▼ ◢ ▶ ▼ ◢ ▶ + **P**
Super Darun Bomb	360° motion twice + **P**

Dhalsim

The Indian monk Dhalsim fights for his people who suffer from famine and disease. He is a Yoga master who drifts through life and does not try to change his fate. He has sought to unify his mind, body and soul through the discipline of Yoga. As he nears his goal, Dhalsim must test himself and his skills before he can rise to a higher state of consciousness.

ULTIMATE MOVES	
Yoga Fire	↓↙→ + P
Yoga Flame	↓↘← + P
Yoga Blast	↓↘← + K
SUPER COMBOS	
Yoga Inferno	↓↙→↓↙→ + P
Yoga Legend	↓↘←↓↘← + K

Doctrine Dark

He once served Lt. Guile with his own special unit. During his duty the unit got into a scuffle with another unit, led by Rolento. The scuffle escalated into a full-on battle and he was the only member of his unit to escape. The battle scarred him emotionally and physically. He escaped from the hospital and went into hiding, only to re-emerge as Doctrine Dark.

ULTIMATE MOVES	
Killing Blade	→↓↙ + P
Dark Wire	↓↙→ + P
Explosive	↓↙→ + K
SUPER COMBOS	
Death Trump	↓↙→↓↙ + P
Dark Shackle	↓↘←↓↘ + K

Garuda

Not nearly human, not nearly demon. His lethal brain waves have mesmerized some, usually leading to their violent death. Not much else is known about this deadly creature.

ULTIMATE MOVES	
Kizan	↘↓↙ + P
Shuga	↓↙←+ P
Raiga	↘↓↙ + K
SUPER COMBOS	
Kienbu	↓↙←↓↙←+ P
Kiensyo	↓↙→↓↙→+ P

Guile

An ex-member of an elite Special Forces team, Guile and his co-pilot Charlie were captured during a mission in Thailand six years ago. After many months of imprisonment, he and Charlie managed to escape from their jungle prison. During the perilous trek to civilization, Charlie died and Guile has been consumed with vengeance ever since.

ULTIMATE MOVES	
Sonic Boom	Hold ← for 2 sec. then → + P
Flying Buster Drop	When in air, press D-button toward opponent + P
Flash Kick	Hold ↓ for 2 sec. then ↑ + K
SUPER COMBOS	
Opening Gambit	Hold ← for 2 sec. →←→ + P
Double Flash Kick	Hold ↙ for 2 sec. ↖↙↘ + K

Hokuto

Hokuto left home at 17 to look for her brother, who disappeared and is now feared to be lost in a state of dark confusion. She grew up learning traditional martial arts from her father, and she has developed these teachings into her own distinct style. She is forced to fight an unknown enemy to find the true location of her brother.

ULTIMATE MOVES	
Chugeki-hoh	↓↘→ + **P** (can be done twice)
Shinku-geki	↓↙← + **P**
Shinkyaku-geki	↓↙← + **K**
SUPER COMBOS	
Kiren-eki	↓↙←↓↙← + **P**
Kyakuhougi	↓↙←↓↙← + **K**

Kairi

Kairi lost his memory a few decades ago and does not know what started his quest to fight. All he recalls is this – "you must challenge your limits." He is a lonely wolf in chaos...driven to the fight by amnesia.

ULTIMATE MOVES	
Jinki-hatsudo	↓↘→ + **P**
Maryu-rekko	→↓↘ + **AP**
Mouryo-kasen	↓↙← + **K** (can be done repeatedly)
SUPER COMBOS	
Shinki-hatsudo	When in air, ↓↘→↓↘→ + **P**
Sairou-kyousyu	↓↙←↓↙← + **P**

Ken

A disciple of the Shotokan school of karate, and past training partner of Ryu, Ken has an amazing fighting spirit but an even larger ego. Convinced he is the best fighter, and can defeat anyone, Ken seeks a confrontation with his long-time rival.

ULTIMATE MOVES	
Hado-ken	↓↙→ + **P**
Shoryu-ken	→↓↙ + **P**
Tatsumaki-sempu-kyaku	↓↙← + **K** (can be done repeatedly)
SUPER COMBOS	
Shoryu-reppa	↓↙→↓↙→ + **P**
Shinryu-ken	↓↙→↓↙→ + **K**

M. Bison

M. Bison worked hard to enhance his Psycho Power. Many, many battles ensued in his laboratory as Bison drew from the power of the fight. But his lab rats were only cowards for hatred wields more power than fear. Bison craves true warriors. He hears of a warrior named Ryu who defeated Sagat in Thailand. Suddenly Bison's body glows into a blue flash in anticipation of confronting Ryu. Psycho Crusher!

ULTIMATE MOVES	
Psycho Crusher	Hold ← for 2 sec. then → + **P**
Scissors Kick	Hold ← for 2 sec. then → + **K**
Head Stomp	Hold ↓ for 2 sec. then ↑ + **K**
SUPER COMBOS	
Psycho Cannon	Hold ← for 2 sec. →←→ + **P**
Knee Press Nightmare	Hold ← for 2 sec. →←→ + **K**

Pullum Purna

Pullum Purna was wandering through the halls of her millionaire father's mansion and noticed an odd silence from her grandfather's room. Normally an active and verbal student of Hinduism, Pullum Purna's grandfather sat quietly and had a distant look in his eyes. He held a book in his hands that had one word printed on it: "Shadowloo." Pullum Purna vowed to seek out the leader of "Shadowloo" and make them pay for brainwashing her grandfather.

ULTIMATE MOVES	
Purim Kick	↘↓↙ + **K**
Ten'el Kick	↓↙← + **K**
Drill Purrus	↓↙→ + **K**
SUPER COMBOS	
Res Arcana	↓↙→↓↙→ + **K**
Praec Larum	↓↙←↓↙← + **K**

Ryu

A student of the Shotokan school of karate, Ryu has devoted his entire life to perfecting the true way of the warrior through mastery of the fireball. It is this devotion that makes Ryu the eternal enemy of Sagat. Now Ryu must stand tall against revitalized rivals.

ULTIMATE MOVES	
Hado-ken	↓↙→ + **P**
Shoryu-ken	↘↓↙ + **P**
Tatsumaki-sempu-kyaku	↓↙← + **K** (can be done repeatedly)
SUPER COMBOS	
Shinku-hado-ken	↓↙→↓↙→ + **P**
Shinku-tatsumaki	↓↙←↓↙← + **K**

Sakura

Sakura has an unusual interest in street fighting. Most high school girls don't walk down the street looking to pick a fight with anyone older than she is. Her friends worry about Sakura's interest in street fighting, and try to steer her away. But ever since her run-in with 3 college men she has sought the street fighter she has seen many times.

ULTIMATE MOVES	
Hado-ken	↓↙→ + P
Shouou-ken	→↓↘ + P
Shunpu-kyaku	↓↘← + K (can be done repeatedly)
SUPER COMBOS	
Midare-sakura	↓↙→↓↙ + K
Haru-ichiban	↓↘←↓↘ + K

Skull-o-mania

His superiors were not pleased with his results as a salesman. Down on his luck and constantly under pressure for results, he volunteered to dress up and perform like a superhero at a carnival thrown for a top customer in their department store. He had hoped it would be a chance to prove his value as a salesman. When he grabbed the attention of all in attendance, something clicked in him. Skull-o-mania now realized his fate to be a superhero.

ULTIMATE MOVES	
Skullo Head	→↓↘ + P
Skullo Crasher	↓↙→ + P
Skullo Slider	↓↙→ + K
SUPER COMBOS	
Super Skullo Crasher	↓↙→↓↙ + P
Super Skullo Slider	↓↙→↓↙ + K

Zangief

Lately Zangief has not been the same. Any pro wrestler cowers before his piledriver, but Zangief knows it needs improvement to meet his standards. As he trains, he gets frustrated because he cannot advance the piledriver. A sudden storm strikes and he is caught in the vacuum of a tremendous cyclone. It tosses Zangief around and sends him spinning back down to earth headfirst. He drops to the ground with a great thud. A few seconds later, great laughter breaks out across the mountains and rivers. Zangief has found his inspiration.

ULTIMATE MOVES	
Double Lariat	**3P**
Spinning Pile Driver	360° motion +**P**
Russian Suplex	360° motion +**K**
SUPER COMBOS	
Final Atomic Buster	360° motion twice + **P** or **3P**
Super Stomping	↓↙←↓↙←+ **K**

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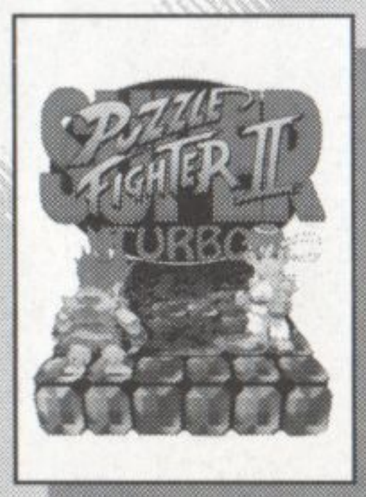

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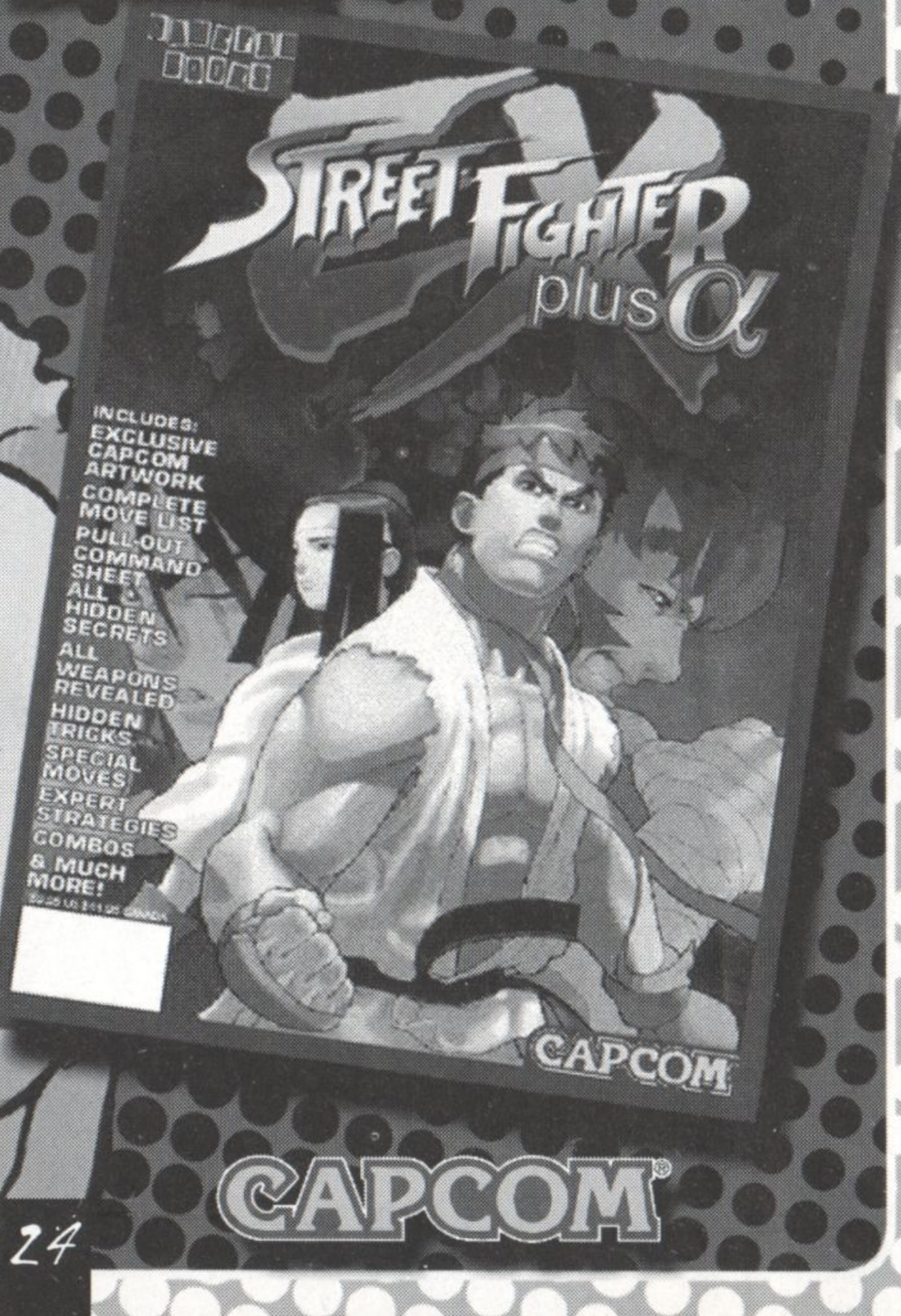

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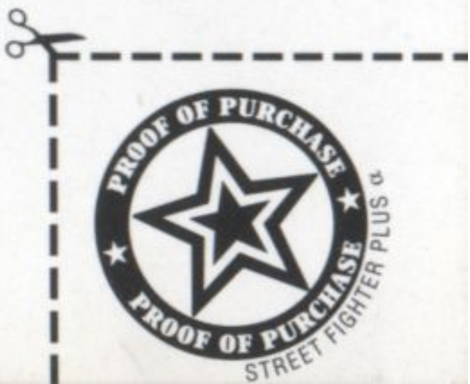

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